

## multiple choice

1. What is the purpose of the Prototype pattern?
  - a. To create new objects from scratch
  - b. To copy an existing object as a blueprint for creating new objects
  - c. To reduce the complexity of object creation
  - d. To maintain object relationships
2. Which component is responsible for creating new objects using the Prototype pattern?
  - a. Prototype
  - b. Concrete Prototype
  - c. Client
  - d. Prototype Registry
3. When is the Prototype pattern useful?
  - a. When object creation is more efficient by copying an existing object
  - b. When a class cannot anticipate the type of objects it must create
  - c. When configuring complex objects with different properties
  - d. All of the above
4. What are the pros of using the Prototype pattern?
  - a. Object creation efficiency and flexible object creation
  - b. Reduced complexity and maintains object relationships
  - c. Efficient cloning and reduced need for proper initialization
  - d. All of the above
5. What are the cons of using the Prototype pattern?
  - a. Cloning complexity and potential for inefficient cloning
  - b. Need for proper initialization and maintaining prototypes
  - c. Object creation efficiency and reduced complexity
  - d. All of the above